

Fig. 1A



Fig-1B

64x64

32x32

16x16

8x8

4x4

2x2

1x1

Fig 1C



Level 0

Level 1

•

•

4

Level N

Fig. 1D

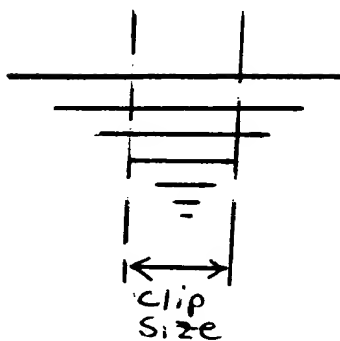
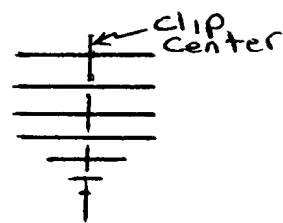


Fig. 1E



} Levels
 1
 2
 3
 4
 5
 6
 7
 8
 9
 10

Fig. 18.1
 LEVEL 0
 LEVEL 1
 LEVEL 2
 LEVEL 3
 LEVEL 4
 LEVEL 5
 LEVEL 6
 LEVEL 7
 LEVEL 8
 LEVEL 9
 LEVEL 10

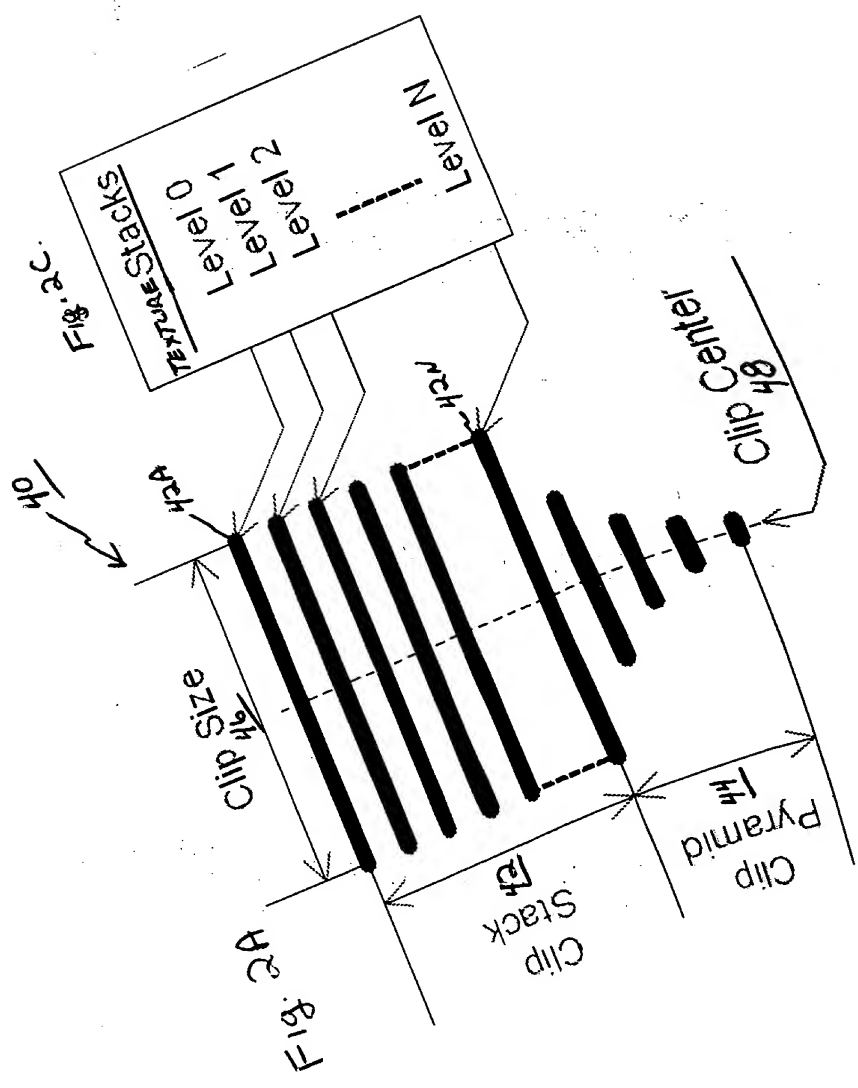


Fig. 18.1
 LEVEL 0
 LEVEL 1
 LEVEL 2
 LEVEL 3
 LEVEL 4
 LEVEL 5
 LEVEL 6
 LEVEL 7
 LEVEL 8
 LEVEL 9
 LEVEL 10

Figure 3A is a diagram illustrating the texture stack (u,v) bounding box. The horizontal axis is labeled 'u' and the vertical axis is labeled 'v'. The bounding box is a rectangle with corners at (0,0), (1,1), (u_x, v_x), and (u_y, v_y). The region between (u_x, v_x) and (u_y, v_y) is shaded with diagonal lines. A label 'VTexStack texture (clipmap level)' points to the shaded region. The axes are labeled with 0.0, 1, and 1.1. The text 'Texture Stack (u,v) bounding box' is at the bottom.

F, g 3A

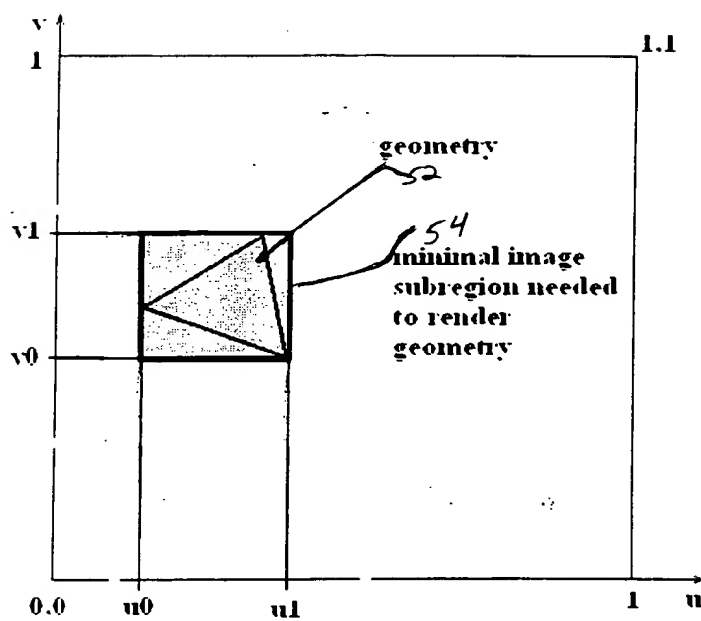


Fig 3B

Figure 1: A diagram illustrating the VTexStack texture (clipmap level) and its bounding box. The diagram shows a 2D coordinate system with axes u (horizontal) and v (vertical). The VTexStack texture is represented by a shaded rectangular region bounded by u_0 , u_1 , v_0 , and v_1 . A smaller, unshaded quadrilateral region is shown within the texture, representing the minimal image subregion needed to render geometry. The geometry is shown as a shaded region outside the texture, with a label "geometry" pointing to it. The VTexStack texture is labeled "VTexStack texture (clipmap level)" and its bounding box is labeled "VTexStack (u,v) bounding box".

Fig 3C

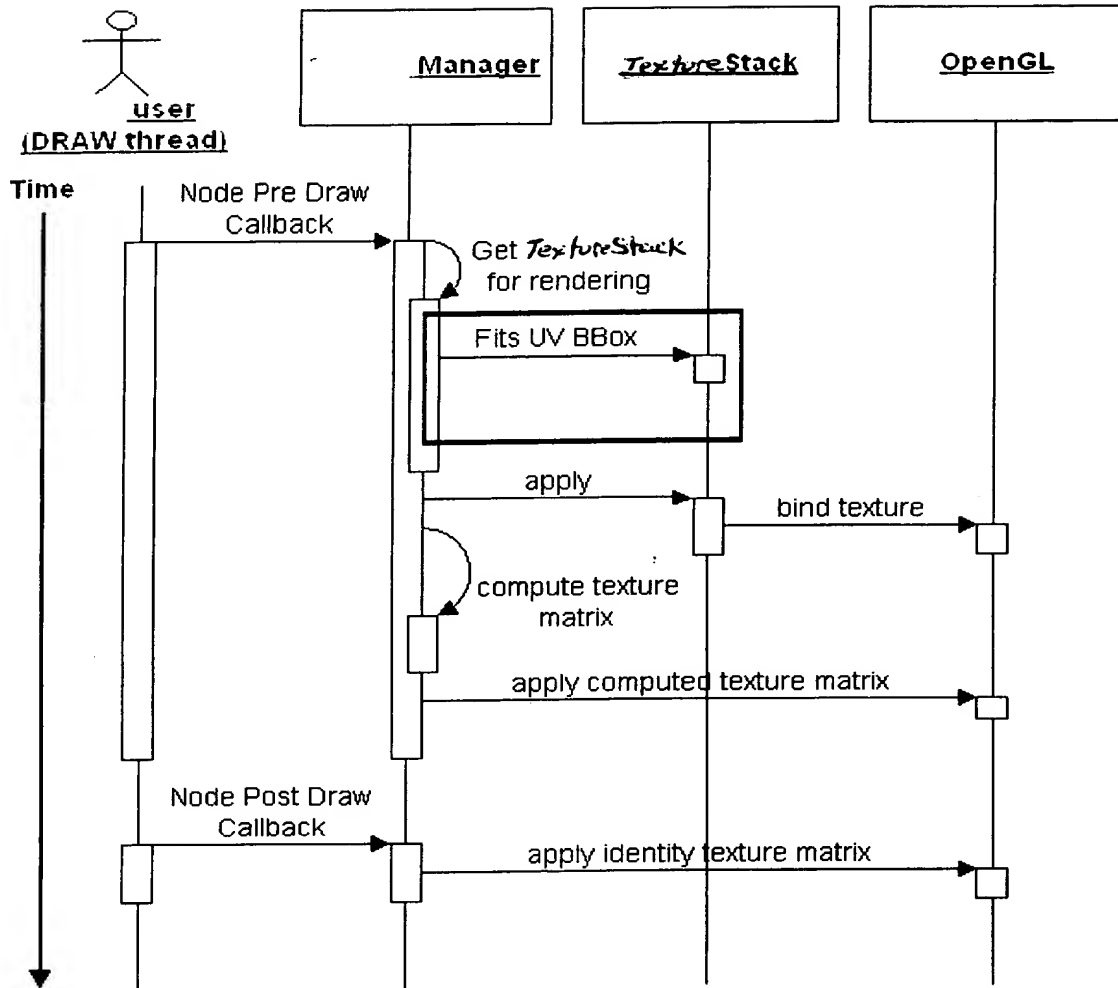


Fig 4A

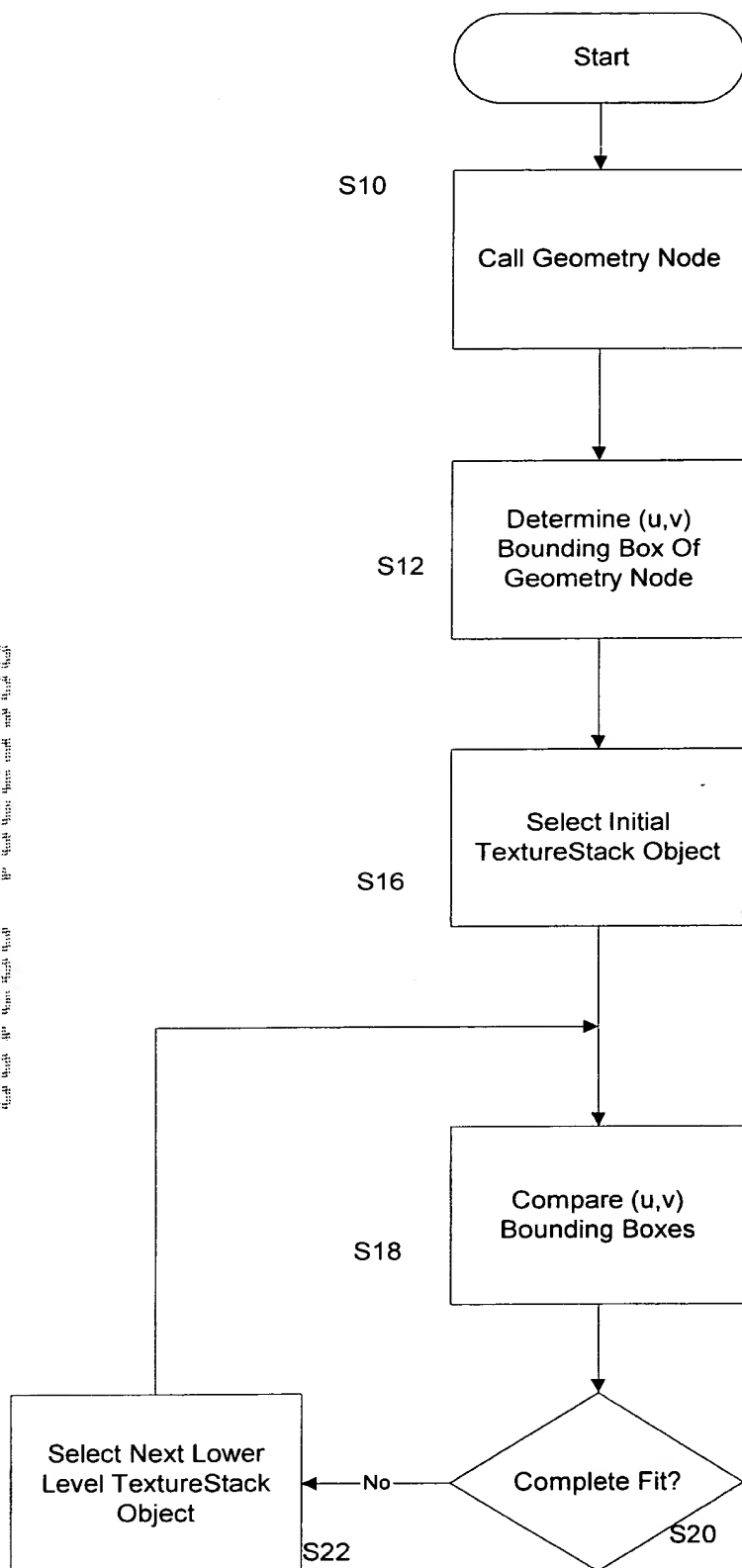


FIG. 4B

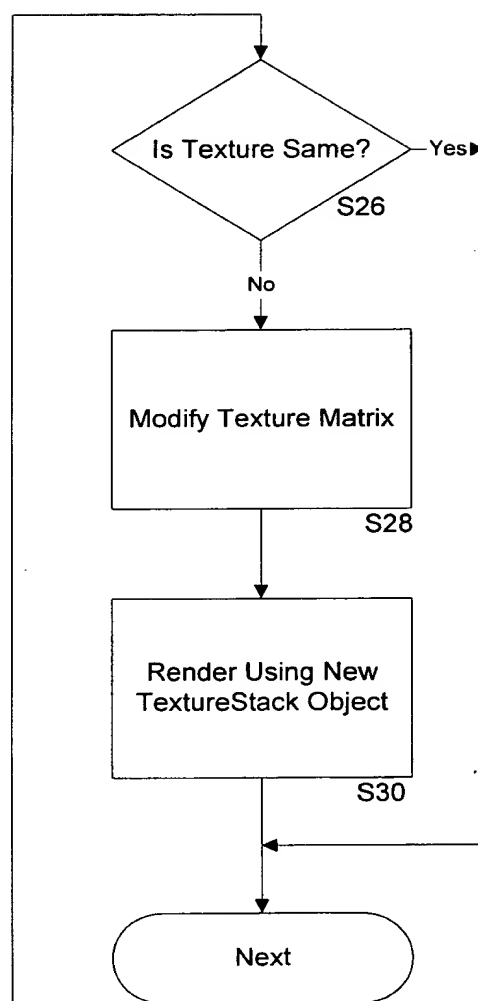
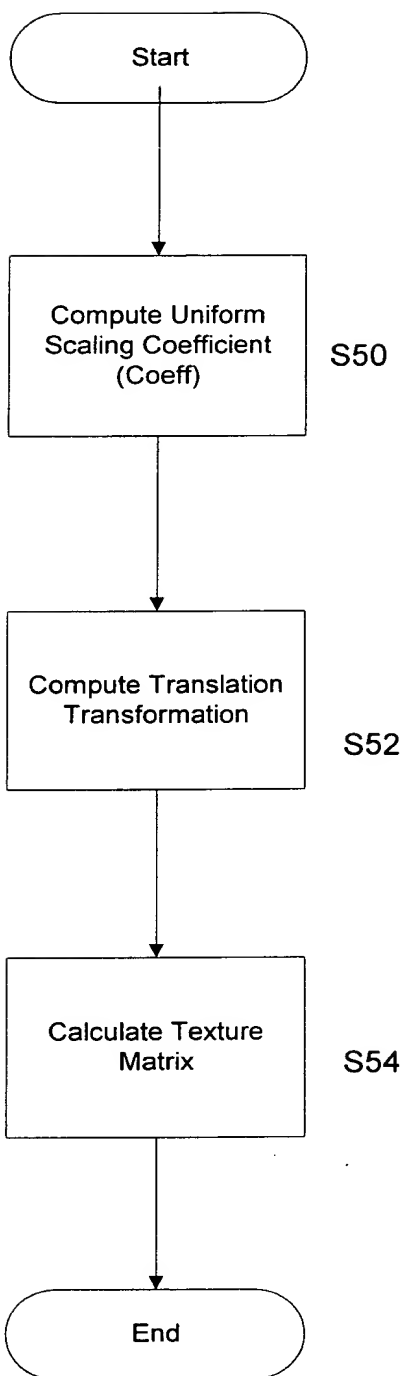


Fig. 5



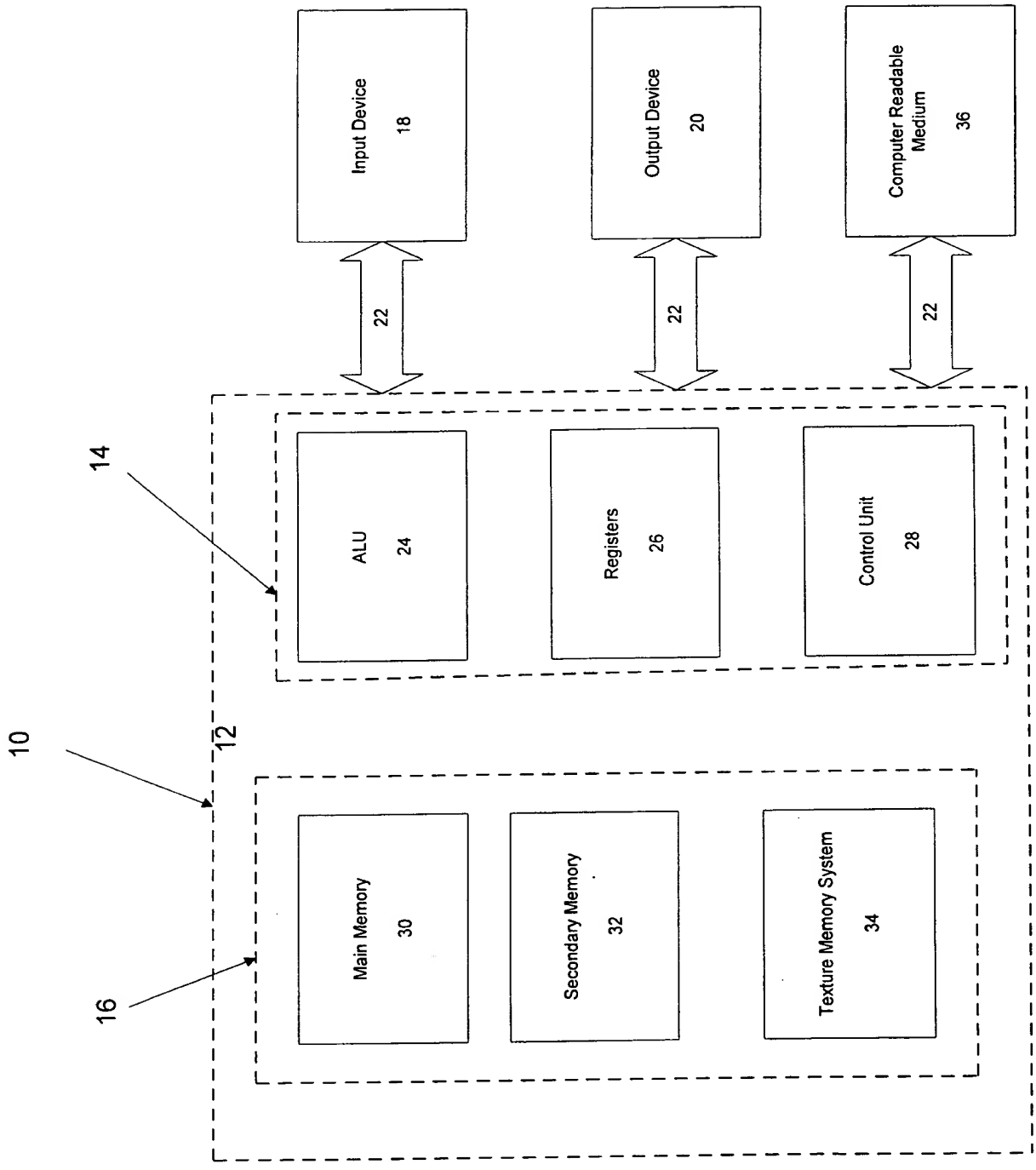


Fig. 6

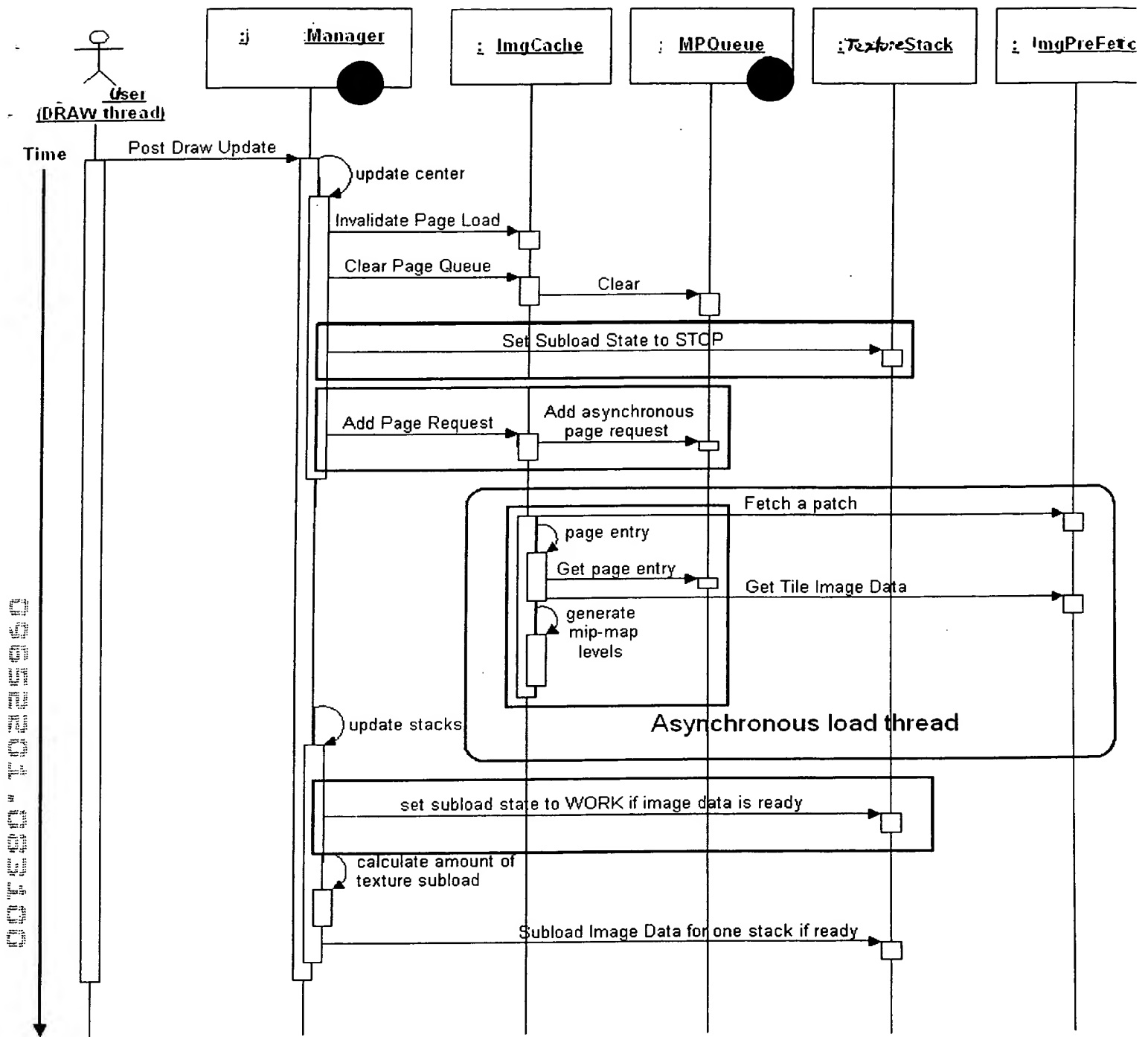
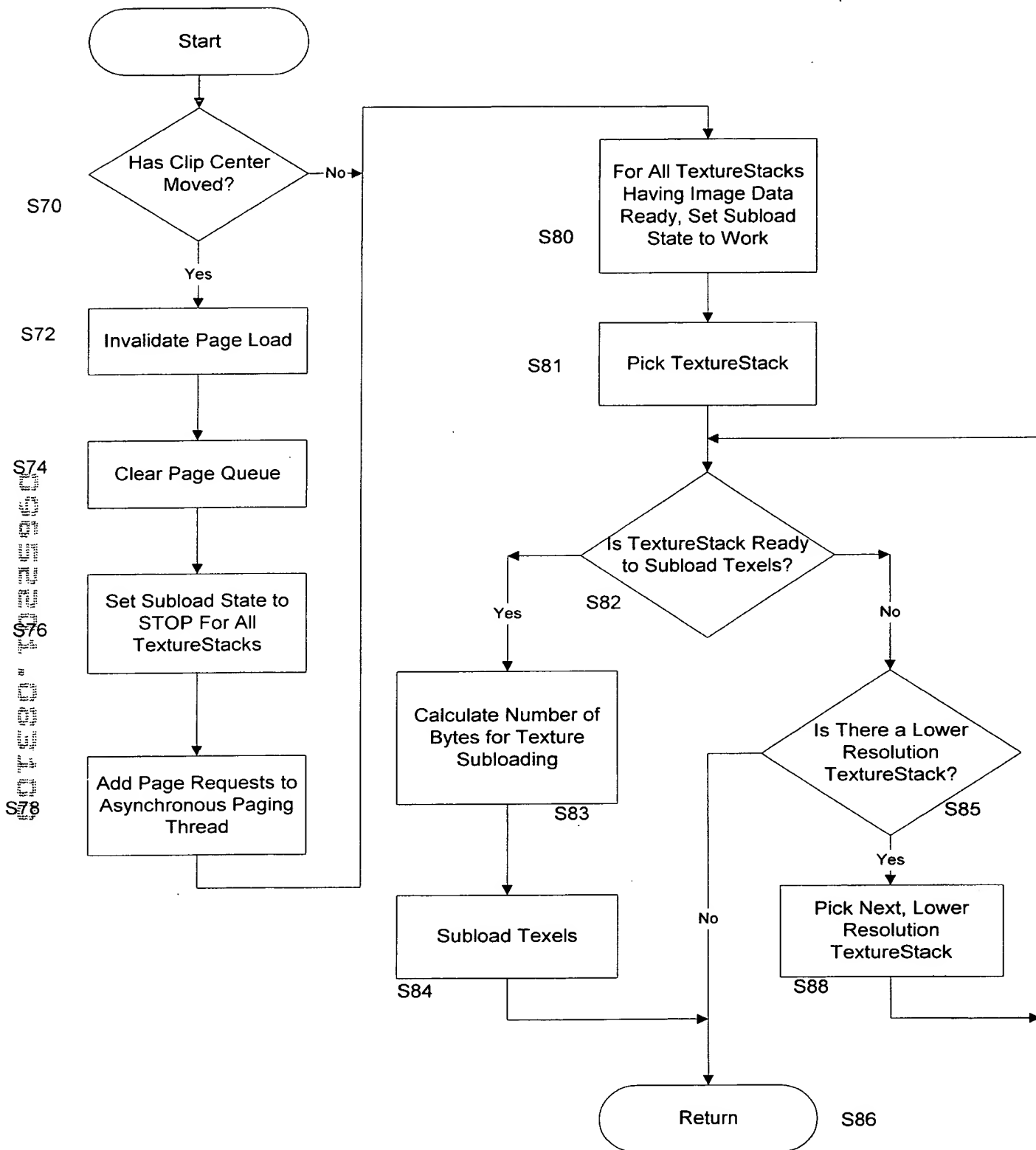


Fig 7A

Fig. 7B



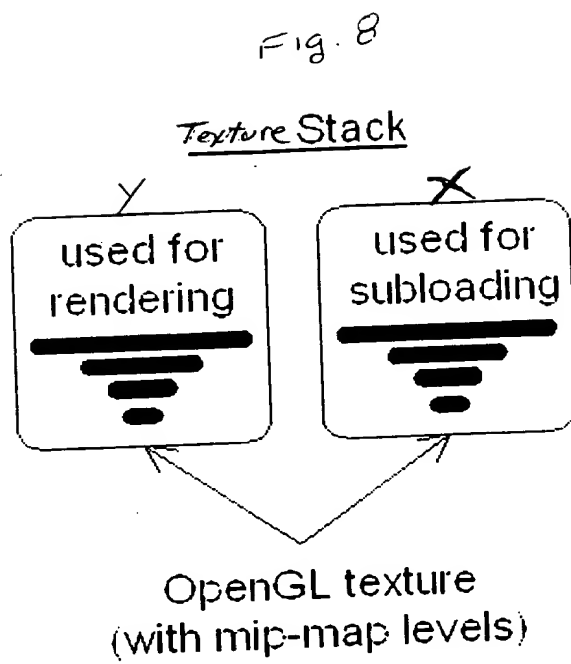


Fig. 9

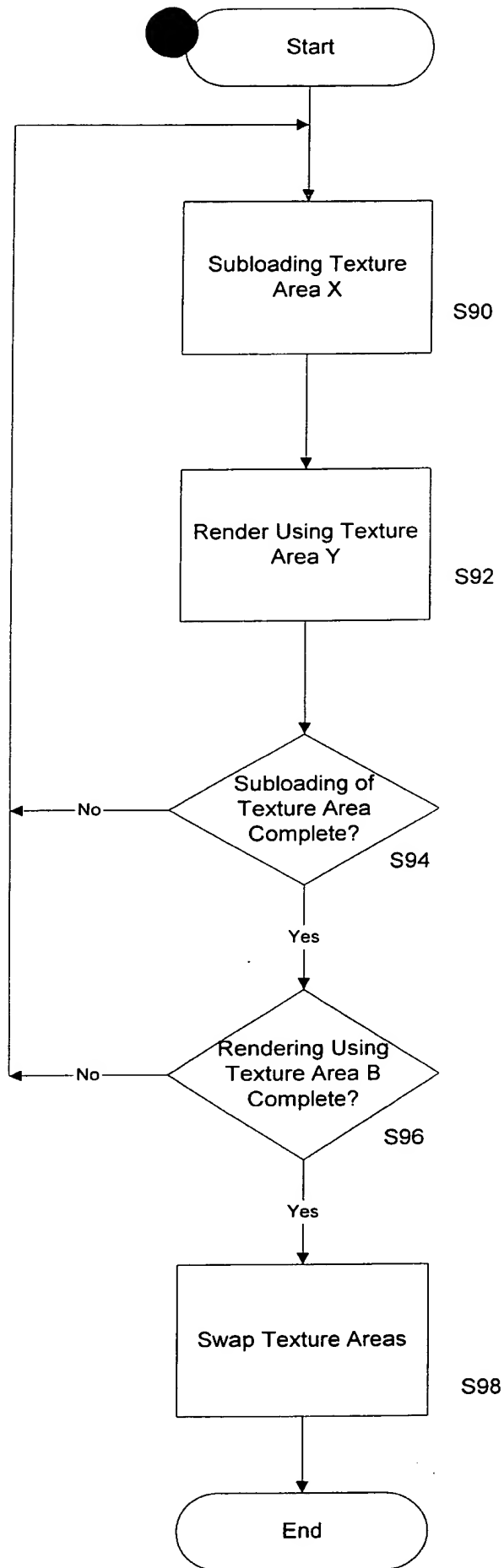
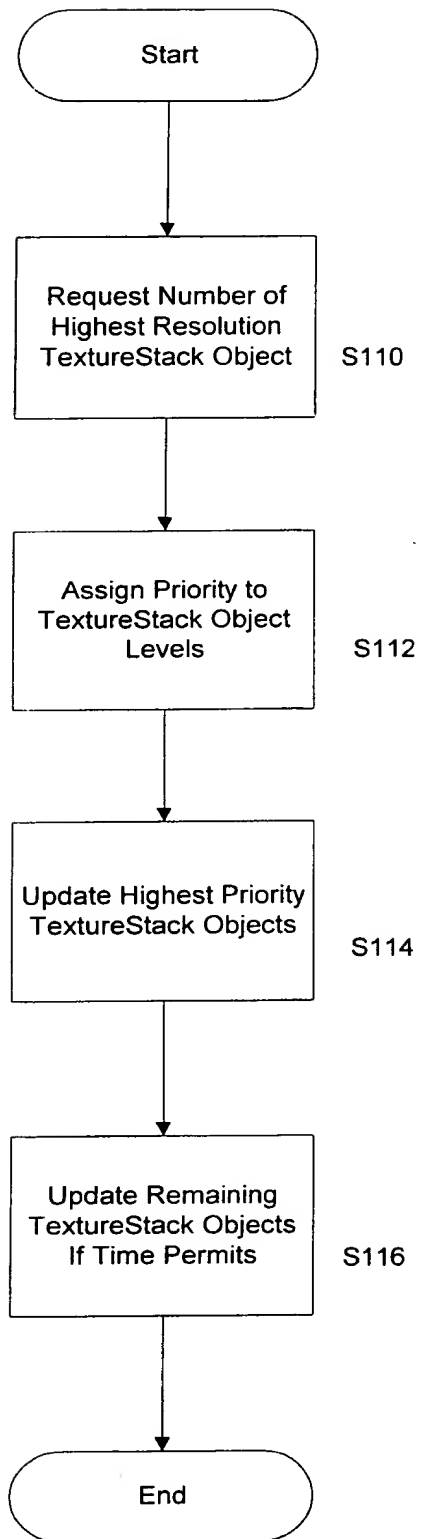


Fig. 11



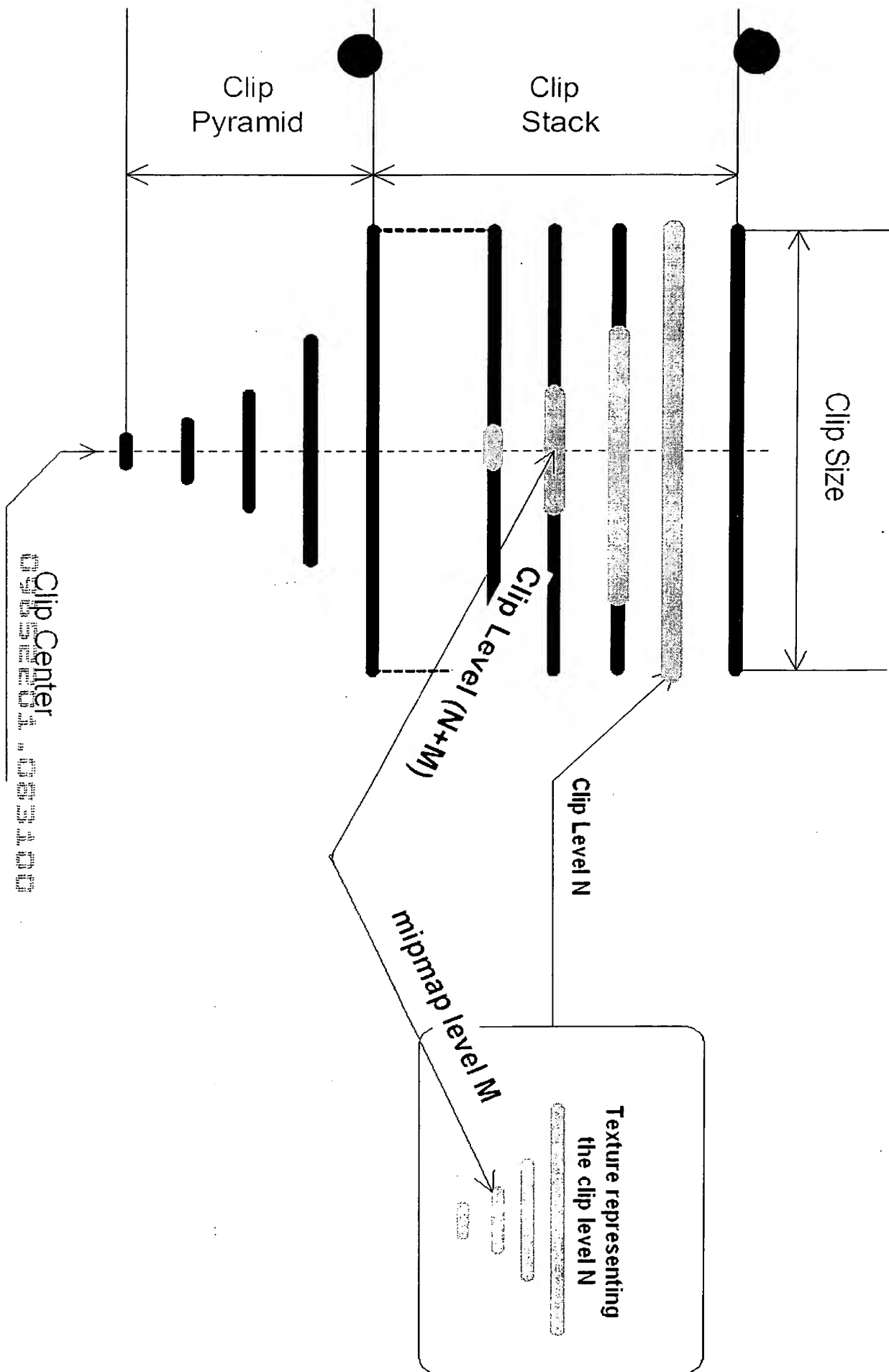


Fig 12

Fig. 13

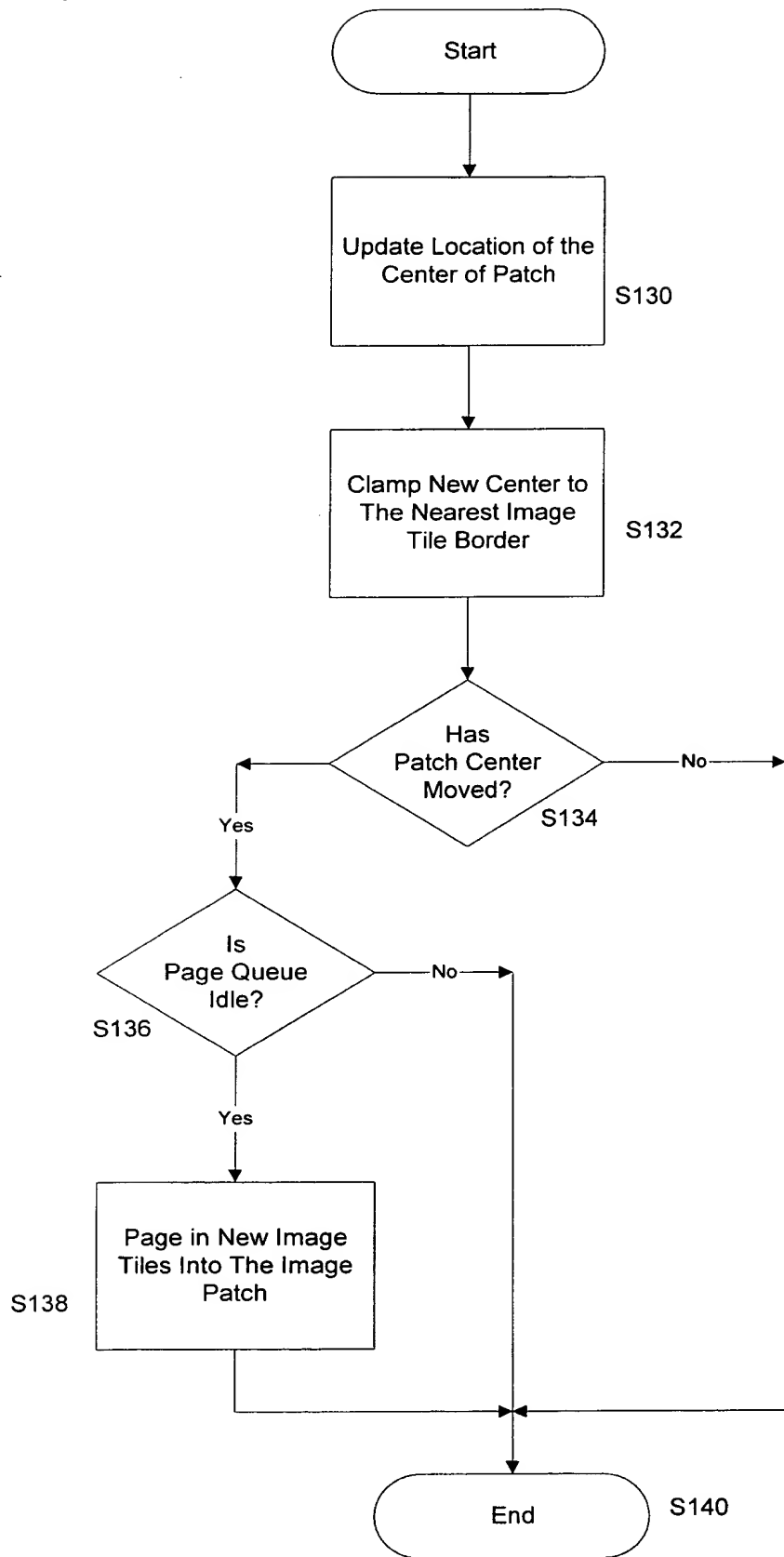


Fig. 14

